£1.20 • No 92
10 DECEMBER 1996
EVERY FORTNIGHT

SONIC THE COMIC

SC3 Archive

UK's OFFICIAL SEGA COMIC

AT FULL B.L.A.$.T!

NEW STORY

HEAD IN THE CLOUDS!

SONIC 3 Q ZONE - HOW TO BEAT THE BOSSES!

SATURN REVIEWS -
DISCWORLD!
VIRTUA FIGHTER KIDS!

GRABBER BADNIK
PIN-UP!

PLUS DECAP ATTACK, CAPTAIN PLUNDER & MORE!

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers,

STC's almost in festive mode, but before we count-down to Crimbo, allow me to reveal what's in this issue...

Sonic and Charmy Bee find themselves under attack by Vesper and his Wasp Marauders in the final part of The Hive.

Proctor Speckle is causing Captain Plunder major grief since going overboard in Shanghaied.

Doctor Robotnik is still scheming to launch more trouble in Head in the Clouds, and mad Mick C McTosis produces another shock for Decap Attack fans in The Legend of Mr Cuddle Bunny.

Plus, there's the usual goodies, including two Saturn reviews, the Sonic 3 Q Zone reaches the 'How to beat the bad Boss' stage, and last but not least, there's a Grabber Badnik Pin-up!

See you all in a fortnight Boomers, when *STC* orbits into a festive-type atmosphere.

Megadroid

COOL PATCH COMPO WINNERS!

The following 80 Boomers, as hand picked by Megadroid, completed the saying which was sent to tease you back in *STC* 81's Cool Patch Compo...

"A stitch in time saves: nine".

Stephen Bell, Glasgow, Scotland.
Andrew Bolton, Glasgow, Scotland.
Alex Belverstone, South Ockendon, Essex.
Nick Bench, Heysham, Lancashire.
Scott Bond, Salcombe, Devon.
Jason Bruce, Scarborough, N. Yorkshire.
Neal Brunsdon, Basingstoke, Hants.
Andrew Burton, Banstead, Surrey.
Paul Byers, Girvan, Ayrshire, Scotland.
Grace Callaghan, East Kilbride, Scotland.
Adam Cashin, Milton Keynes.
Sam Clamp, Bolton.
Robert Cooper, Belfast, N. Ireland.
Aran Dasan, Canterbury, Kent.
Scott Davison, Totton, Hants.
Harry Dawson, Dereham, Norfolk.
Martin Delahunty, Mullinavat, Co. Kilkenny, Rep of Ireland.
Andrew Di Francesco, Accrington, Lancs.
Thomas Dodd, Marston Mortaine, Bedford.
Shona Donovan, Dumfries, Scotland.
Sean Downey, Glasgow, Scotland.
Christopher Eaves, Newcastle, Staffs.
Simon Fielding, Glossop, Derbyshire.
Alasdair Ferguson, Renfrew, Scotland.
Gerard Foley, Kinsale, Co. Cork, Rep of Ireland.
Adam Franklin, Edmonton, London.
Emma Goodman, Carlisle, Cumbria.
Richard Goodyear, Wrexham, Wales.
Andrew Gordon, Nuneaton, Warwickshire.
David Gray, Edinburgh, Scotland.
Alistair Green, Cheadle, Cheshire.
Michael Hart, Norris Green, Liverpool.
Elise Harison, Weymouth, Dorset.
Philip Heckles, Seaham, Co. Durham.
Matthew Hatnes, Christchurch, Dorset.
Craig Herman, Kingsway, Bath.
Kyle Hobbs, Anstey-Heights, Leicester.
Kyle Jeffs, Stoke, Coventry.
Robbie Jenkins, Moseley, Birmingham.
Matthew Lewis, Ludlow, Shropshire.
Luke Littleboy, Stowmarket, Suffolk.
Todd Marsh, Cheltenham, Gloucester.
Daniel Martin, London.
Michael Mason, Hyde, Cheshire.
Patrick Masters, Copnor, Portsmouth.
Riccardo Milo, Glasgow, Scotland.
David Mitchell, Deeside, N. Wales.
Martin Moore, Irvine, Ayrshire, Scotland.
Adam Nicholson, Cotgrave, Notts.
Oliver Pacoe, Saxmundham, Suffolk.
Amy Patterson, Brandon, Durham.
Daniel Pitts, Grays, Essex.
Mark Plant, Plymouth, Devon.
Kyle Rae, Anfield, Liverpool.
Carl Ramshaw, Bedlington, Northumberland.
Christopher Ramwell, Farnworth, Bolton.
Mark Read, Norwich.
Gary Rivers, Wells, Somerset.
Shaun Roberts, Stoke-on-Trent, Staffs.
Andrew Robinson, Rainham, Essex.
John Sadler, Longframlington, Northumberland.
Graham Simpson, Worksop, Notts.
Glen Smith, Harlow, Essex.
Samuel Smith, Rayleigh, Essex.
Brian Spence, Kinross, Scotland.
Philip Stocks, Arkley, Herts.
Matthew Strong, Exeter, Devon.
Philip Taylor, Congresbury, Somerset.
Sam Taylor, Fraserburgh, Scotland.
Simon Tebay, Barrow-in-Furness, Cumbria.
Oliver Vale, Findon, West Sussex.
Thomas Wake, Bassett, Southampton.
James Walker, Leeds, Yorkshire.
Alex Wheeldon, Blackpool, Lancashire.
Benjamin White, Templecombe, Somerset.
Greg Wilson, Glasgow, Scotland.
William Windsor, Sheffield, S. Yorkshire.
James Womack, Newton Abbot, Devon.
James Younger, Throckley, Newcastle upon Tyne.
Alexander Zapalowski, Derby.

Well done to the aforementioned who each win a Sonic 2 Jacket Patch.

• EDITOR: Deborah Tate
• FEATURES EDITOR: Audrey Wong
• DESIGNER: Gary Knight
• COVER ART: Carl Flint
• PRODUCTION: Sarah Colley
• CONSULTANT: Richard Burton

Published every other Wednesday by Egmont Fleetway Ltd., 25/31 Tavistock Place, London WC1H 9SU. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in England by BPC Magazines (Colchester) Ltd., A member of The British Printing Company Ltd. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by Pre-Press Services Ltd., Leeds.

Copyright © Fleetway Editions Ltd., 1996. Copyright © Sega Enterprises Ltd., licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited.

Distributed by Seymour, Windsor House, 1270 London Road, Norbury, London SW16 4DH. Tel: 0181 679 1899 (Customer Services). Advertising: Tel: 0171 344 6411. ISSN 0969 3041.

SEGA COMPILED BY ChartTrack © ELSPA

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	↑	ROAD RASH 2
2	↑	DESERT STRIKE
3	NEW	LOTUS TURBO CHALLENGE
4	↓	FIFA SOCCER '96
5	↑	TOY STORY
6	↓	MICRO MACHINES 2
7	↓	SONIC AND KNUCKLES
8	↓	WORMS
9	↓	BRIAN LARA CRICKET '96
10	NEW	DISNEY COLLECTION

SATURN

1	↑	EXHUMED
2	↓	NiGHTS
3	↑	ATHLETE KINGS
4	↓	ALIEN TRILOGY
5	●	DESTRUCTION DERBY
6	●	SEGA RALLY
7	↑	VIRTUA FIGHTER 2
8	NEW	SPACE HULK VOTEA
9	↓	VIRTUA COP
10	RE	FIFA SOCCER '96

MEGA-CD

1	●	BRUTAL: PAWS OF FURY
2	↑	TOMCAT ALLEY
3	↑	SOULSTAR
4	RE	ROAD AVENGER
5	RE	SILPHEED
6	RE	SONIC CD
7	RE	POWERMONGER
8	↓	B.C. RACERS
9	↓	THUNDERHAWK
10	●	EARTHWORM JIM

GAME GEAR

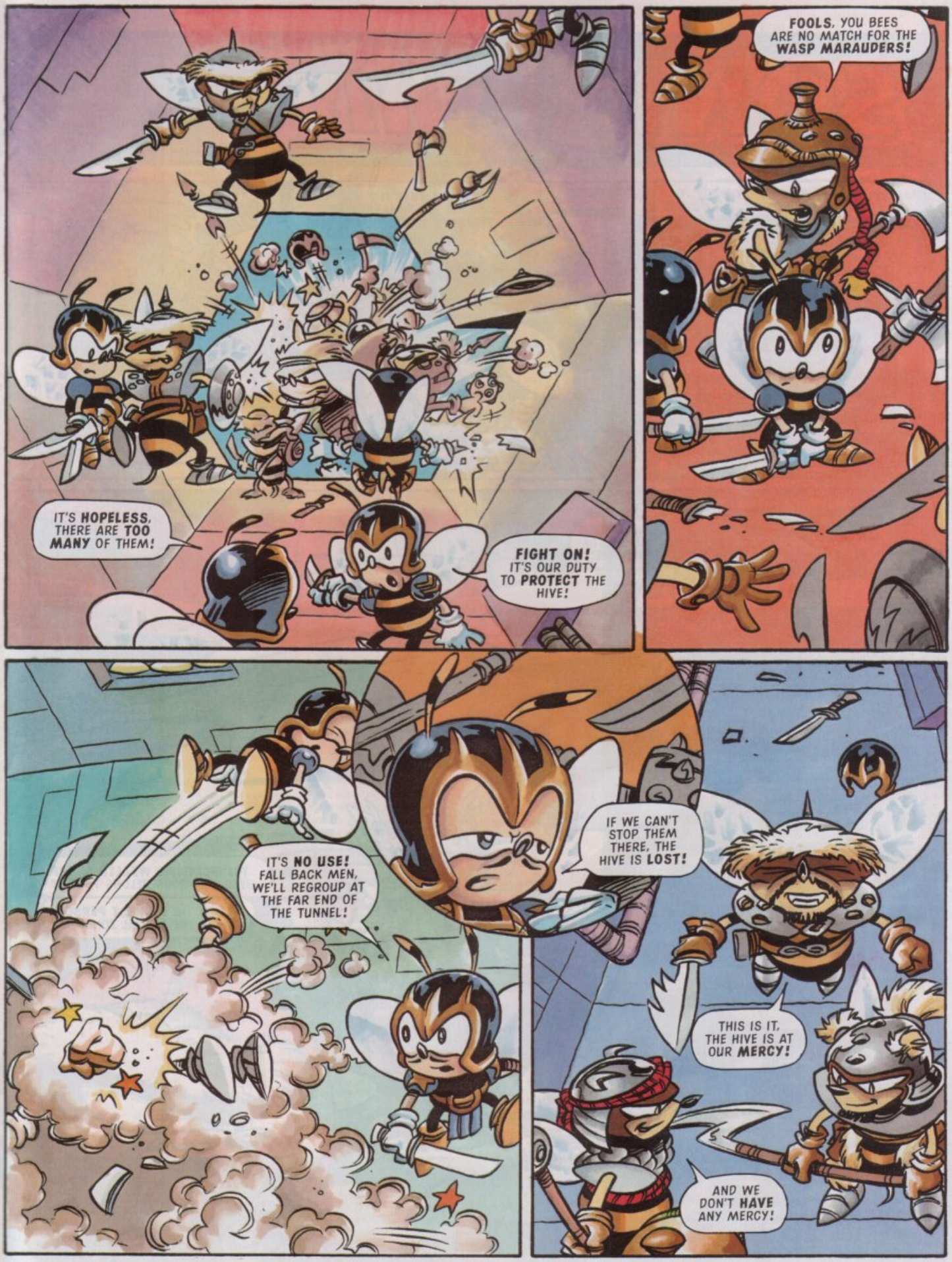
1	RE	MICRO MACHINES 2
2	RE	DYNAMITE HEADDY
3	●	SONIC THE HEDGEHOG
4	↓	COLUMNS
5	RE	ECCO 2: THE TIDES OF TIME
6	↓	THE LION KING
7	RE	TAZ-MANIA: ESCAPE FROM MARS
8	↓	SONIC THE HEDGEHOG 2
9	RE	SONIC: TRIPLE TROUBLE
10	↓	STAR TREK: GENERATIONS

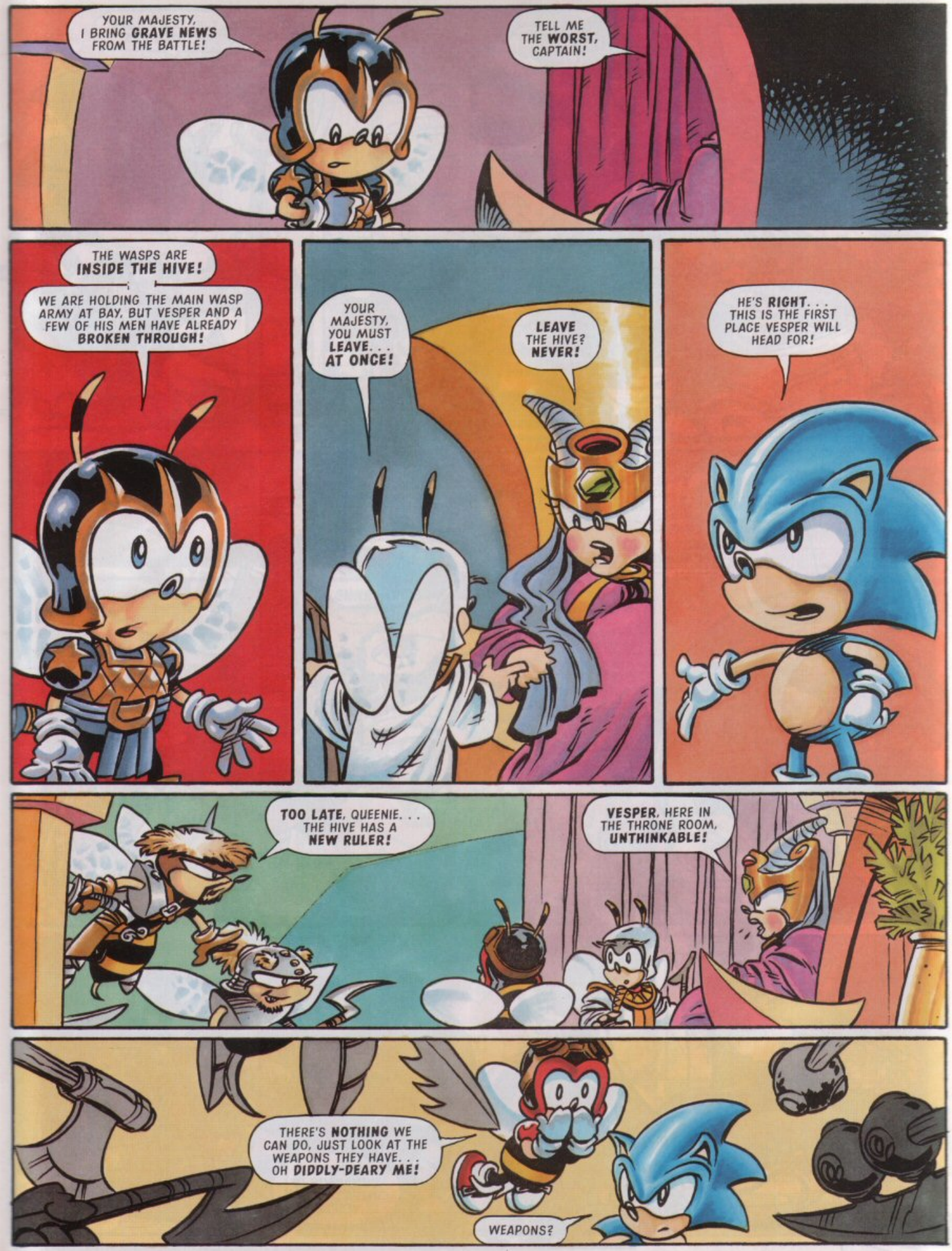
SONIC THE HEDGEHOG

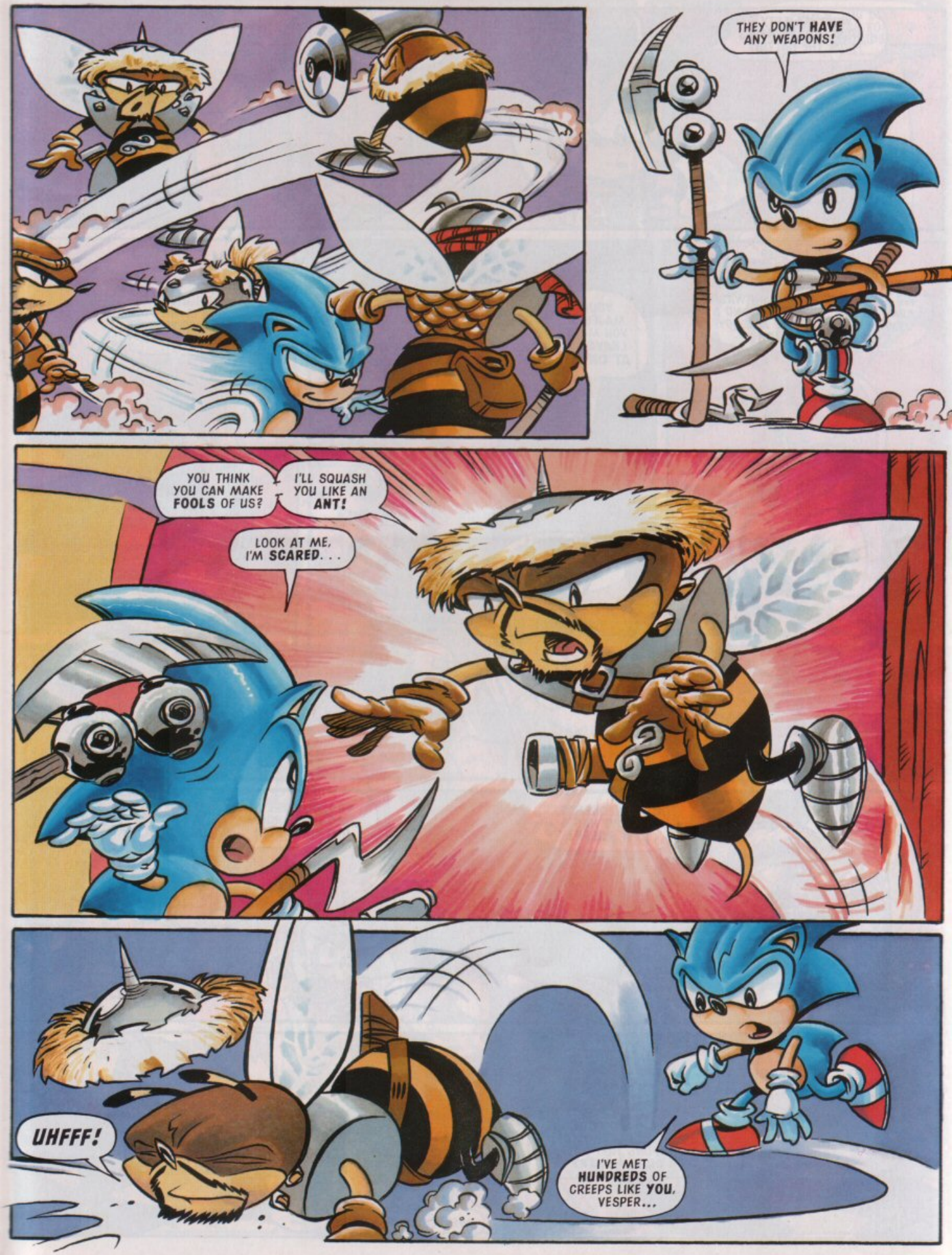
The Hive Part 2

Script: NIGEL KITCHING
Art: ROBERTO CORONA
Colouring: STEVE WHITE
Lettering: TOM FRAME

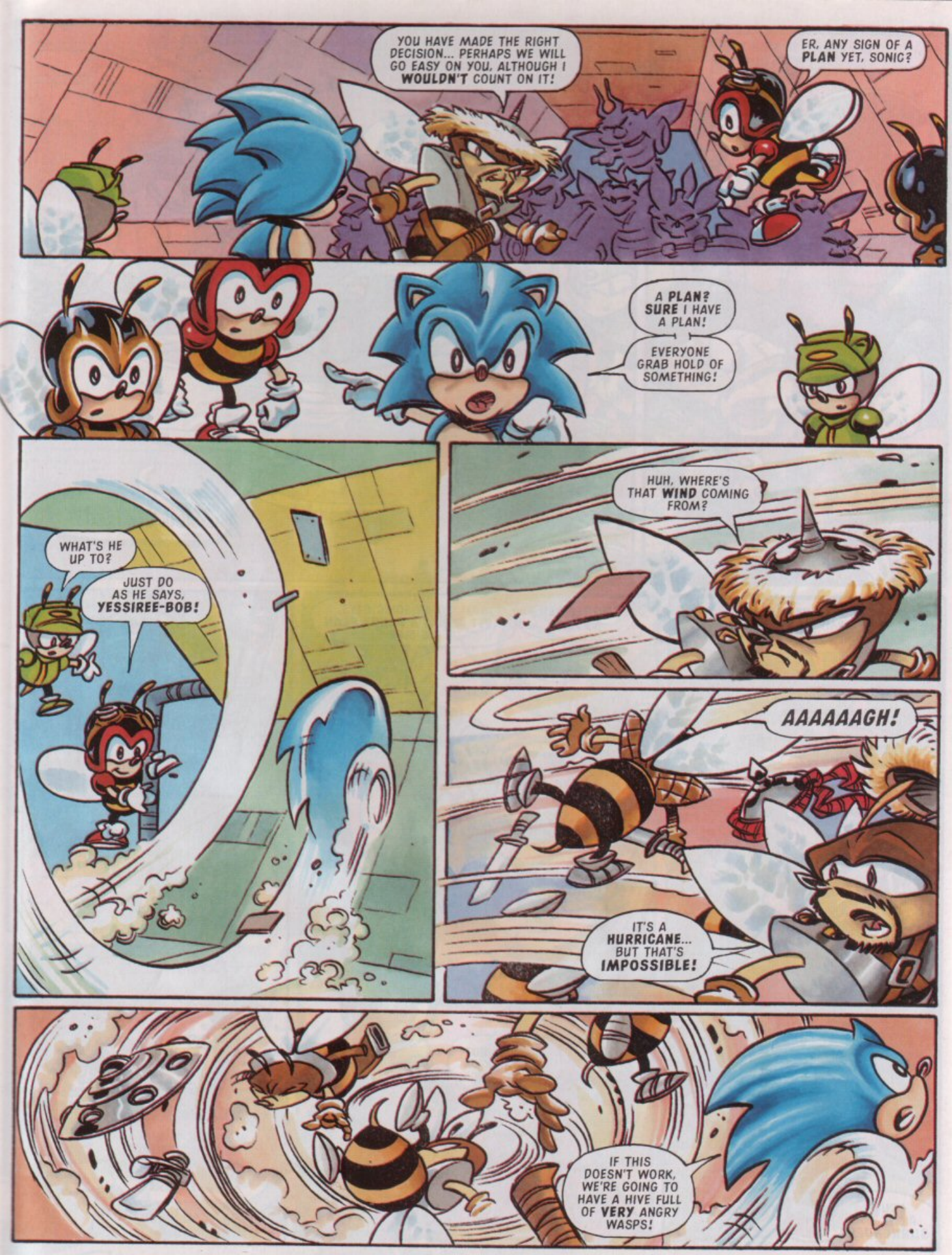
CHARMY BEE HAS BEEN CALLED BACK TO THE HIVE TO FACE HIS MOTHER, THE QUEEN.
BUT BEFORE THE QUEEN CAN FINISH TELLING OFF HER SON. . .
YOUR MAJESTY, IT'S VESPER AND HIS WASP MARAUDERS. . . THEY'RE ATTACKING THE HIVE!
ATTACK! ATTACK!
NOW WE'VE CAUGHT THEM OFF-GUARD, NOTHING CAN STOP US FROM INVADING THE HIVE!
THE INCREDIBLE WEALTH OF THE BEES WILL SOON BELONG TO ME!
I'LL BE THE RICHEST PERSON IN THE SPECIAL ZONE!

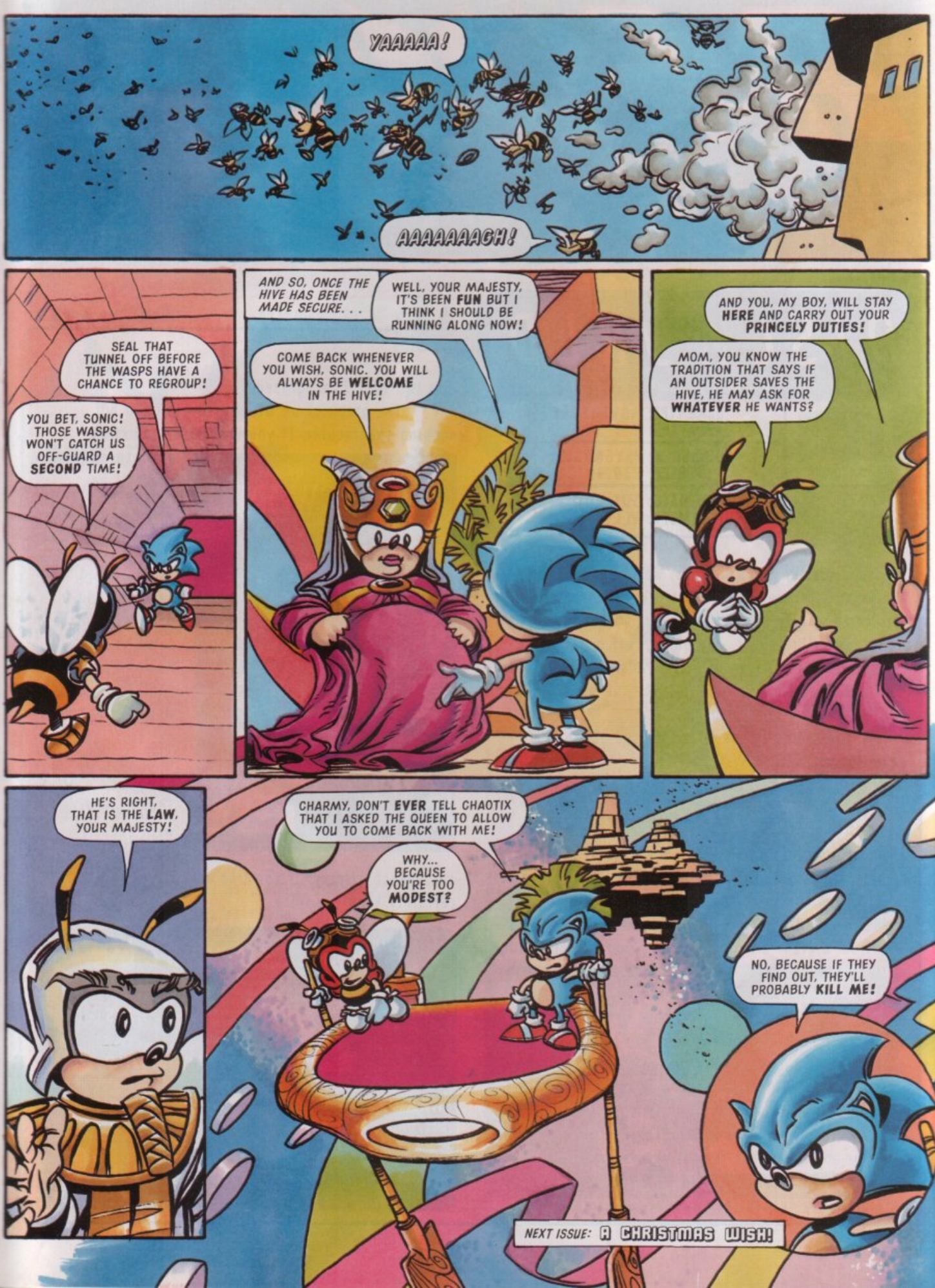

IT'S HOPELESS, THERE ARE TOO MANY OF THEM!
FIGHT ON! IT'S OUR DUTY TO PROTECT THE HIVE!
FOOLS, YOU BEES ARE NO MATCH FOR THE WASP MARAUDERS!
IT'S NO USE! FALL BACK MEN, WE'LL REGROUP AT THE FAR END OF THE TUNNEL!
IF WE CAN'T STOP THEM THERE, THE HIVE IS LOST!
THIS IS IT, THE HIVE IS AT OUR MERCY!
AND WE DON'T HAVE ANY MERCY!


YOUR MAJESTY, I BRING **GRAVE NEWS** FROM THE BATTLE!
TELL ME THE **WORST**, CAPTAIN!
THE WASPS ARE **INSIDE THE HIVE!**
WE ARE HOLDING THE MAIN WASP ARMY AT BAY, BUT VESPER AND A FEW OF HIS MEN HAVE ALREADY **BROKEN THROUGH!**
YOUR MAJESTY, YOU MUST **LEAVE... AT ONCE!**
LEAVE THE HIVE? **NEVER!**
HE'S **RIGHT**... THIS IS THE FIRST PLACE VESPER WILL HEAD FOR!
TOO LATE, QUEENIE... THE HIVE HAS A **NEW RULER!**
VESPER, HERE IN THE THRONE ROOM, **UNTHINKABLE!**
THERE'S **NOTHING** WE CAN DO, JUST LOOK AT THE WEAPONS THEY HAVE... OH **DIDDLY-DEARY ME!**
WEAPONS?


THEY DON'T HAVE ANY WEAPONS!
YOU THINK YOU CAN MAKE FOOLS OF US?
I'LL SQUASH YOU LIKE AN ANT!
LOOK AT ME, I'M SCARED...
UHFFF!
I'VE MET HUNDREDS OF CREEPS LIKE YOU, VESPER...

...BULLIES WHO ONLY PICK ON PEOPLE SMALLER THAN THEMSELVES!
WH...WHAT ARE YOU DOING?
DOING? I THOUGHT I'D TAKE YOU FOR A LITTLE SPIN!
YAAAAAAA!
YOU CAN'T DEFEAT US ALL, HEDGEHOG! SOON MY ARMY WILL OVERRUN THE HIVE. . .THEN YOU'LL BE SORRY!
YOU'RE RIGHT...WE SURRENDER!
SURRENDER? NEVER!
MOM, DO AS SONIC SAYS. I BET HE HAS A DANDY PLAN UP HIS SLEEVE!
NOT YET, BUT I'LL THINK OF SOMETHING.
I HOPE. . .
ALL RIGHT, VESPER, TELL YOUR MEN THAT WE ARE ABOUT TO ORGANISE A FORMAL SURRENDER!


YOU HAVE MADE THE RIGHT DECISION... PERHAPS WE WILL GO EASY ON YOU, ALTHOUGH I **WOULDN'T** COUNT ON IT!
ER, ANY SIGN OF A **PLAN** YET, SONIC?
A **PLAN**? **SURE** I HAVE A PLAN!
EVERYONE GRAB HOLD OF SOMETHING!
WHAT'S HE UP TO?
JUST DO AS HE SAYS, **YESSIREE-BOB!**
HUH, WHERE'S THAT **WIND** COMING FROM?
AAAAAAGH!
IT'S A **HURRICANE**... BUT THAT'S **IMPOSSIBLE!**
IF THIS DOESN'T WORK, WE'RE GOING TO HAVE A HIVE FULL OF **VERY** ANGRY WASPS!


YAAAAA!
AAAAAAAGH!
SEAL THAT TUNNEL OFF BEFORE THE WASPS HAVE A CHANCE TO REGROUP!
YOU BET, SONIC! THOSE WASPS WON'T CATCH US OFF-GUARD A SECOND TIME!
AND SO, ONCE THE HIVE HAS BEEN MADE SECURE. . .
WELL, YOUR MAJESTY, IT'S BEEN FUN BUT I THINK I SHOULD BE RUNNING ALONG NOW!
COME BACK WHENEVER YOU WISH, SONIC. YOU WILL ALWAYS BE WELCOME IN THE HIVE!
AND YOU, MY BOY, WILL STAY HERE AND CARRY OUT YOUR PRINCELY DUTIES!
MOM, YOU KNOW THE TRADITION THAT SAYS IF AN OUTSIDER SAVES THE HIVE, HE MAY ASK FOR WHATEVER HE WANTS?
HE'S RIGHT, THAT IS THE LAW, YOUR MAJESTY!
CHARMY, DON'T EVER TELL CHAOTIX THAT I ASKED THE QUEEN TO ALLOW YOU TO COME BACK WITH ME!
WHY... BECAUSE YOU'RE TOO MODEST?
NO, BECAUSE IF THEY FIND OUT, THEY'LL PROBABLY KILL ME!
NEXT ISSUE: A CHRISTMAS WISH!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

DISCWORLD

Reviewed by Chris Jones.

SATURN

SATURN

GAME TYPE: ADVENTURE
PLAYERS: 1
PUBLISHER: PSYGNOSIS
PRICE: £39.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

A cosmic turtle, giant dragons, warlocks, wizards and a walking suitcase! These mystical and weird characters come straight from the far out imagination of writer, Terry Pratchett. The quirky, off beat characters that fill the pages of *Discworld*'s series of books have a huge following, and now they've been brought to life for your Sega Saturn.

Discworld is the first licensed adventure game for the Saturn system. It follows the point and click format like the famous adventure game, *Monkey Island*.

The game takes place in a sealed dome universe which is balanced on the back of a cosmic turtle! You take the role of Rincewind, an apprentice wizard from the so-called Unseen University in the city of Ankh-Morpak. All you have to do is save the city from a giant dragon. However, your quest is not an easy one as there are puzzles and riddles to solve.

The game is spread over four Acts with each one presenting many problems that need to be conquered. For instance, how do you get the staff or get hold of the gold tooth from the Dunnyman? To complete this game you need to interact with a lot of different characters, such as a chimney sweep, a thief, a fishmonger and a fool. These characters have familiar voices in that famous actors have supplied them; Tony Robinson (Blackadder's Baldrick) and Eric Idle of Monty Python (ask a hume-oldie) fame are just two that I recognised.

The graphics on **Discworld** are good but nothing spectacular. If you like point and click adventures then you will be satisfied with the gameplay. Some of the puzzles need patience and deep thought to solve, but the humorous characters make it easier not to get frustrated with this type of game. It's a good adventure yarn with equally good animation and speech effects. If you like adventures it will certainly keep you busy.

FINAL COUNTDOWN

RAVES
Great for adventure game lovers.

GRAVES
Frustratingly slow.
A problem for beginners.

GRAPHICS 86
SOUND 87
PLAYABILITY 82
OVERALL 85

VIRTUA FIGHTER KIDS

Reviewed by Chris Jones.

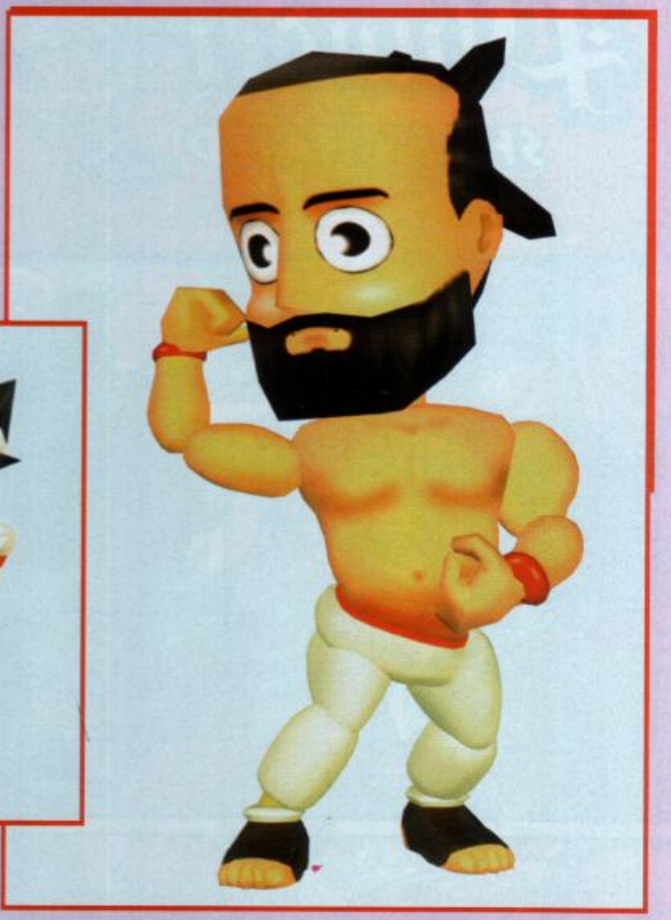
SATURN

SATURN

GAME TYPE: BEAT 'EM-UP
PLAYERS: 1-2

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



Virtua Fighter was the game that helped launch the Saturn. This ace fighting game produced a sequel in *Virtua Fighter 2*, which also shot out of the shops super fast. Now, a young upstart of a game looks set to steal the fighting crown on the Saturn and it is quite literally the younger sibling of these two games.

Virtua Fighter Kids comes from the same programming team that bought you the first two games, but it comes with a twist. Using the same three button Guard-Punch-Kick fighting system developed for instinctive gameplay, you get to fight with - kids! These fighters have huge heads but are just as deadly, just as aggressive and just as fun to fight with.

The programmers have made the game 20% faster as well as adding extra features including new music, new sets and excellent victory celebrations.

For example, when Jeffry McWild a pint sized bearded bad man is either selected to fight or wins a contest, his eyes well up with tears! Jeffry is just one of the ace new **VFK** characters. Others include, Shun Di who fights like a drunk Kung-Fu master, and Kagemaru, the deadly Ninja with a wicked head-butt drop attack.

The game contains loads of information on each fighter and because of their gigantic heads, their fighting style has been tweaked accordingly. This 'big-headed factor' affects the balance of each fighter, so their combos must be put together with this in mind.

Virtua Fighter Kids really kicks, its graphics and animation are original and detailed and the gameplay is excellent, improving on previous *VF* games. This packs a punch that's as big as the heads!

FINAL COUNTDOWN

RAVES
Those kicks are fast as lightning!

GRAVES
I'm still looking!

GRAPHICS 95
SOUND 85
PLAYABILITY 95
OVERALL 95

CAPTAIN Plunder
SHANGHAIED
Part 2
Script: NIGEL KITCHING & RICHARD ELSON
Art: RICHARD ELSON Lettering: ELITTA FELL
WHEN CAPTAIN PLUNDER'S PRESS GANG CAPTURED PROCTOR SPECKLE, THEY GOT MORE THAN THEY BARGAINED FOR!
HEY, SPECKLE'S BACK ... BUT HE SEEMS DIFFERENT SOMEHOW...
YOU IDIOT, SIMPSON, HE'S TURNED INTO SOME KIND OF MONSTER!*
* BY DRINKING HIS TRANSFORMING SERUM – Megadroid.
ATTACK, YA SCURVY SWABS! SHOW HIM WHY CAPTAIN PLUNDER'S PIRATES ARE THE MOST FEARED ON THE HIGH SEAS!
YOU TOO, FILCH, YA COWARDLY SEA SLUG!
BUT, CAP'N, IT'S LIKE I KEEP TELLIN' EE. I'M A GHOST, YOU KILLED ME YOURSELF!

PACK IT IN, SIMPSON!
RIP 'IM APART MATES! I'LL USE HIS LUNGS AS A TEA COSY!
I'LL... WHA?
I... DON'T BELIEVE IT!
HE BE A RAVIN' LUNATIC CAP'N... NONE OF US COULD LAY A HAND ON 'IM!
THAT BE ME WHOLE CREW HE'S CLOBBERED... SO WHO'S HE HITTING NOW?
BOY, HE MUST REALLY HATE THAT SHARK!
TOMMY-ROT, Y'STUPID CAT! SHARKS FROM THESE WATERS IS NOTORIOUSLY TOUGH EATIN'!

I WAS JUST TENDERISING THE BLIGHTER!
SHOW ME TO YER GALLEY, CAPTAIN. LET'S GRILL THIS FISH BEFORE IT STARTS SMELLIN' AS BAD AS PROCTOR SPECKLE!
HOLD ON... I THOUGHT YOU WERE PROCTOR SPECKLE?
DON'T CALL ME THAT! I'M MR FRY, YOU UNDERSTAND ...FRY... FRY... FRY!
PIPE DOWN MATEY... I DO ALL THE SHOUTING ON THIS SHIP!
DON'T MIND THE CAPTAIN, HE'S JUST IN ONE OF HIS SILLY OLD MOODS!
C'MON BIG GUY, LET'S COOK!

SOON...
CRISPY SHARK STEAKS... GET THEM WHILE THEY'RE HOT!
I'D BETTER HAVE THE BIGGEST PIECE!
I APOLOGISE FOR MAKIN' EE WALK THE PLANK... IF I'D KNOWN EE WAS A COOK...
DON'T GIVE IT ANOTHER THOUGHT, CAPTAIN.
IT WAS SPECKLE WHO WALKED THE PLANK, AN' I DON'T BLAME YOU FOR WANTIN' THAT LITTLE RUNT DEAD!
THE BOTTLE OF TRANSFORMING SERUM BROKE OPEN WHEN SPECKLE HIT THE WATER... HE MANAGED TO DRINK SOME!
HMMM... I BE WONDERING WHAT'S 'APPENED TO THE SERUM YOU DIDN'T DRINK?
I THINK I KNOW THE ANSWER TO THAT, CAP'N!

NEXT ISSUE: SHARK BAIT!

Decap Attack

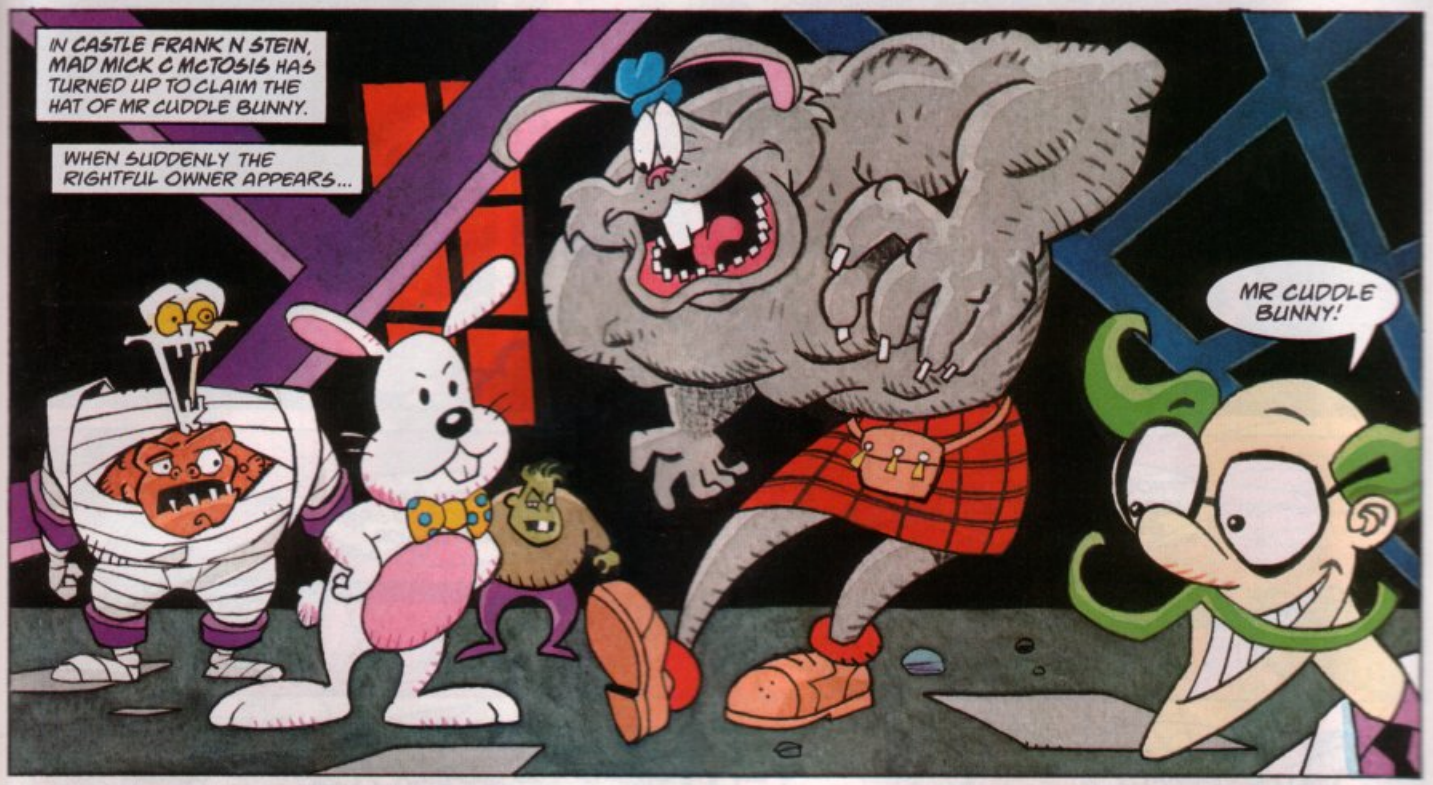
THE LEGEND OF MR CUDDLE BUNNY

Part 2

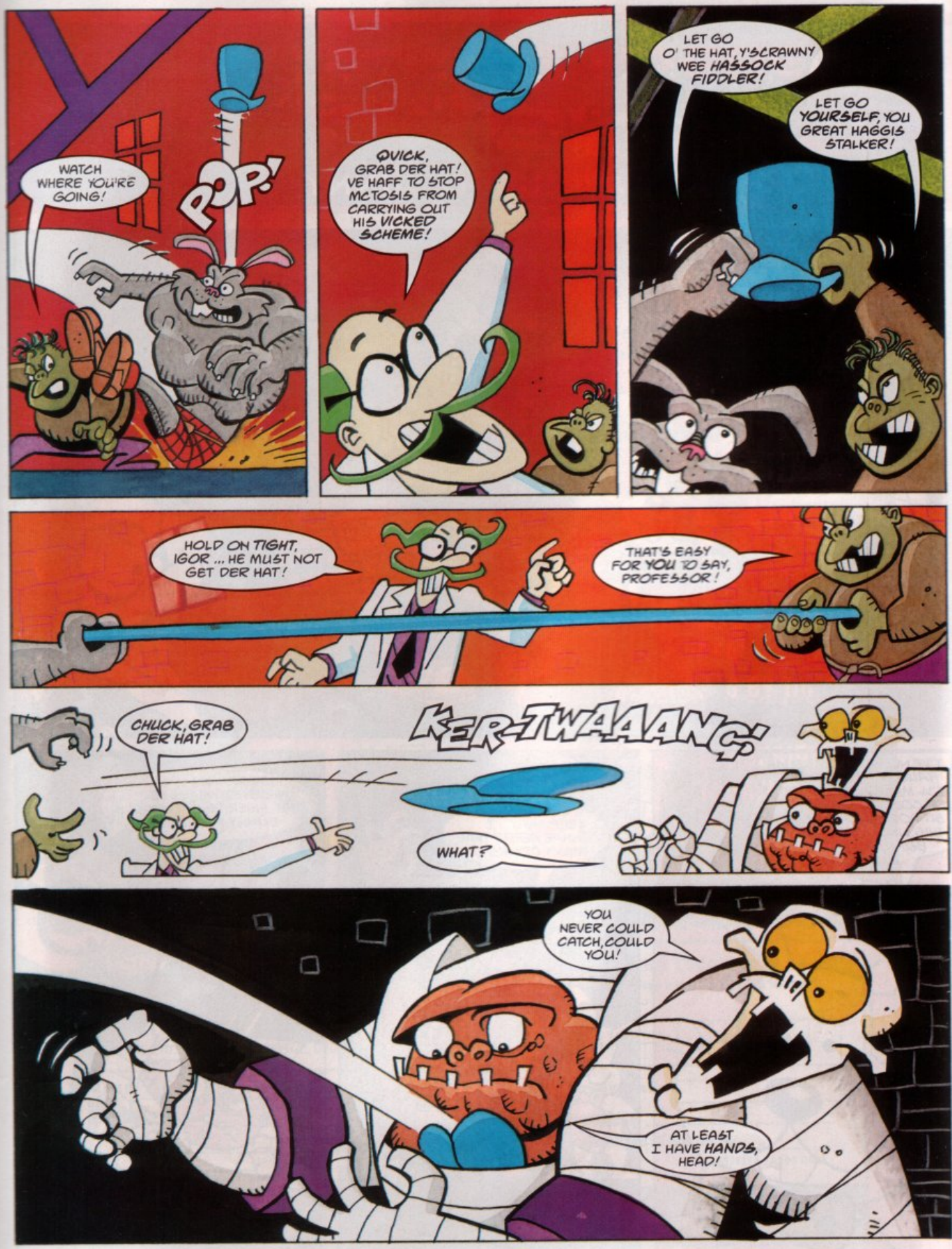
SCRIPT:
NIGEL KITCHING
& RICHARD RAYNER

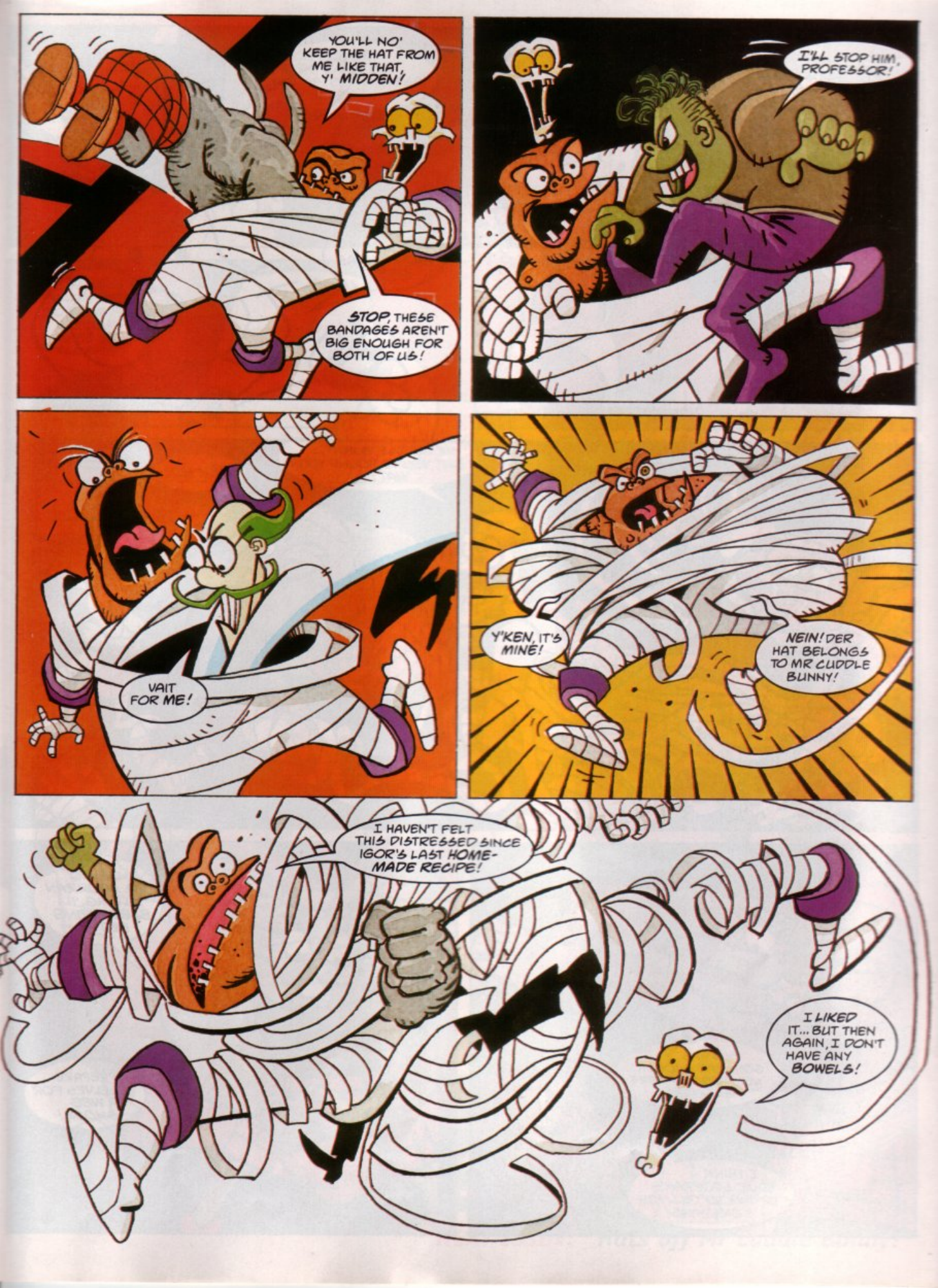
ART:
NIGEL KITCHING

LETTERING:
ELLIE DE'VILLE

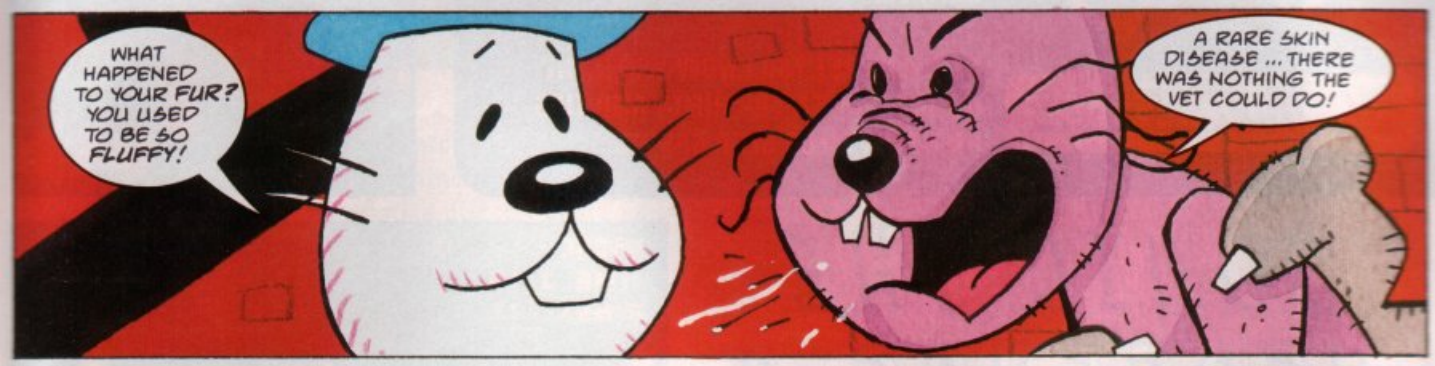

IN CASTLE FRANK N STEIN, MAD MICK C MCTOSIS HAS TURNED UP TO CLAIM THE HAT OF MR CUDDLE BUNNY.
WHEN SUDDENLY THE RIGHTFUL OWNER APPEARS...
MR CUDDLE BUNNY!

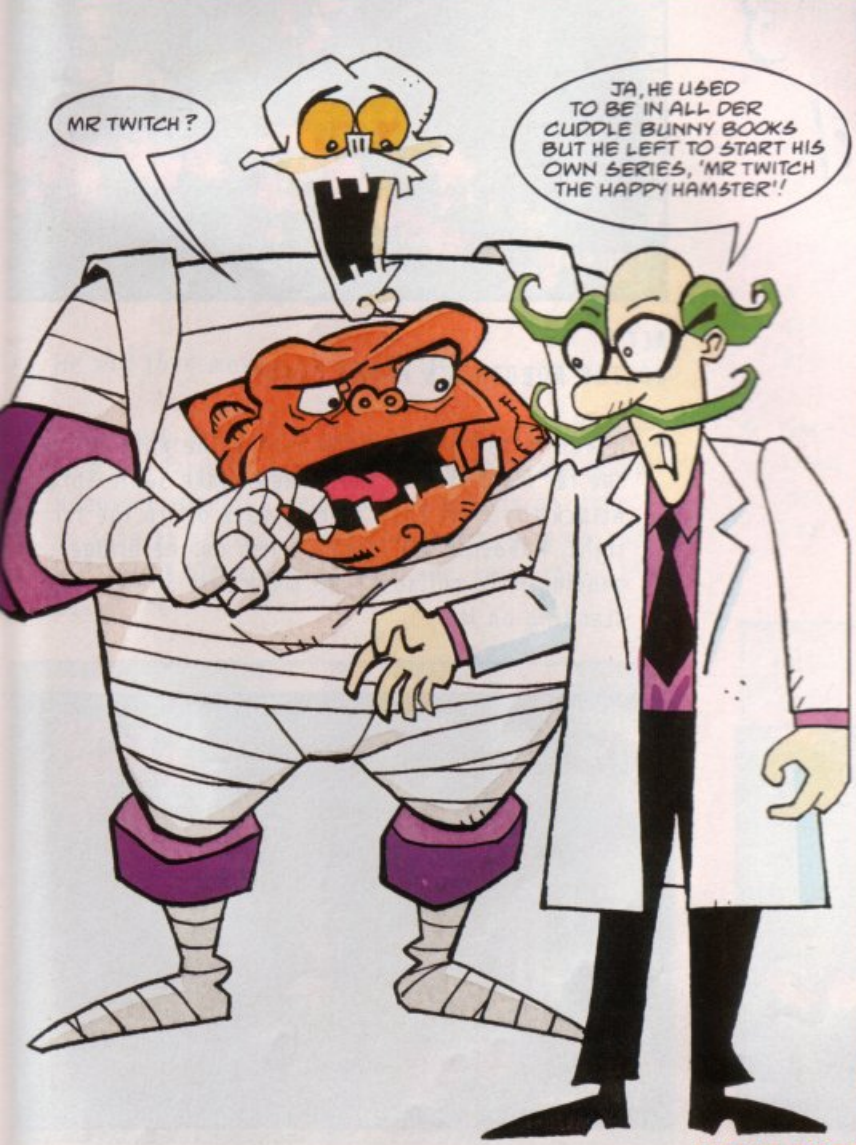
I'VE NEVER KNOWN SUCH NAUGHTY BEHAVIOUR. I'LL MAKE A NICE CUP OF COCOA, THEN WE CAN SIT DOWN AND TALK ABOUT THIS LIKE SENSIBLE BUNNIES.

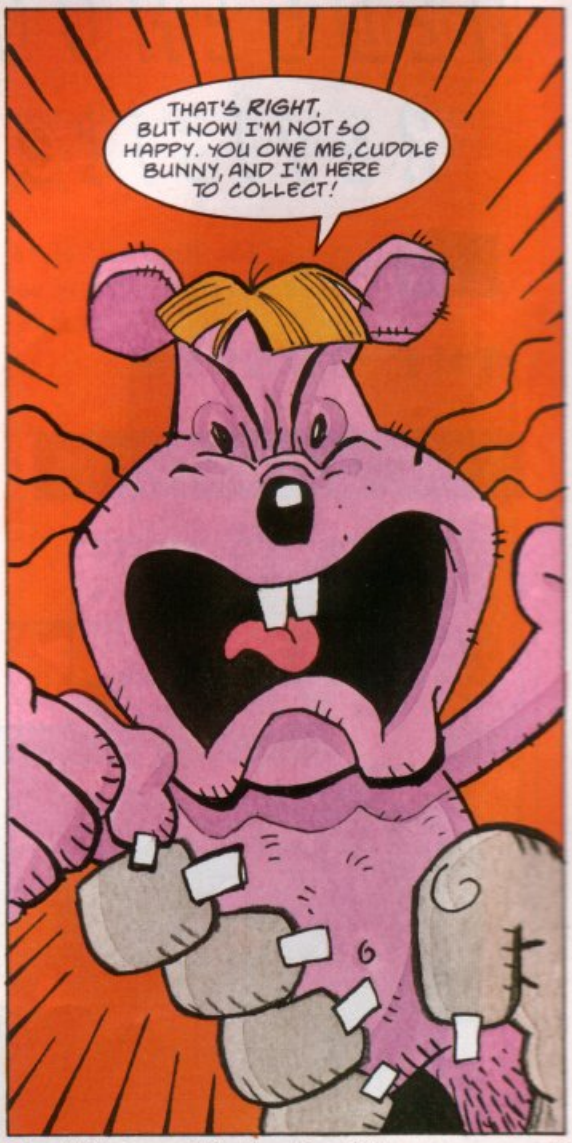

WATCH WHERE YOU'RE GOING!
POP!
QUICK, GRAB DER HAT! VE HAFF TO STOP MCTOSIS FROM CARRYING OUT HIS VICKED SCHEME!
LET GO O' THE HAT, Y'SCRAWNY WEE HASSOCK FIDDLER!
LET GO YOURSELF, YOU GREAT HAGGIS STALKER!
HOLD ON TIGHT, IGOR ... HE MUST NOT GET DER HAT!
THAT'S EASY FOR YOU TO SAY, PROFESSOR!
CHUCK, GRAB DER HAT!
KER-TWAAANG!
WHAT?
YOU NEVER COULD CATCH, COULD YOU!
AT LEAST I HAVE HANDS, HEAD!


YOU'LL NO' KEEP THE HAT FROM ME LIKE THAT, Y' MIDDEN!
STOP, THESE BANDAGES AREN'T BIG ENOUGH FOR BOTH OF US!
I'LL STOP HIM, PROFESSOR!
VAIT FOR ME!
Y'KEN, IT'S MINE!
NEIN! DER HAT BELONGS TO MR CUDDLE BUNNY!
I HAVEN'T FELT THIS DISTRESSED SINCE IGOR'S LAST HOME-MADE RECIPE!
I LIKED IT... BUT THEN AGAIN, I DON'T HAVE ANY BOWELS!

GOODNESS GRACIOUS, IT'S MY DEAR LITTLE BLUE HAT!
JUST AS WARM AND SNUG AS EVER...
MR CUDDLE BUNNY... UNT YOU'VE FOUND YOUR HAT!
OCH NO!
THIS HAS GONE FAR ENOUGH... LET ME OUT OF HERE AT ONCE!
I THINK YOUR SPORRAN'S TRYING TO TELL YOU SOMETHING!
IT'S NO' MA SPORRAN TALKING, Y' BLETHERING EEJIT!
PREPARE Y'SELVES FOR A WEE SHOCK!







NEXT ISSUE: *"Hats off Mr Cuddle Bunny!"*

Q ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

BOOMER ALERT

***STC* WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.**

SONIC THE HEDGEHOG 3 Revisited

MD MEGA DRIVE

THE BOSSES

ANGEL ISLAND ZONE

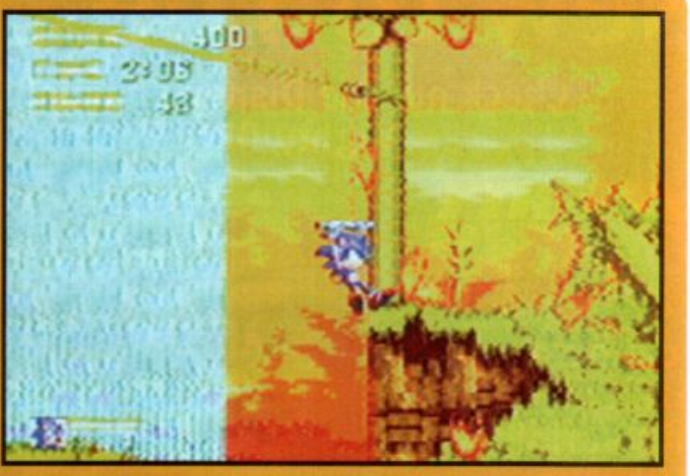
ACT 1
DOCTOR ROBOTNIK'S FLAME CRAFT

- Robotnik will appear from behind the waterfall at the far right side of the screen. Make Sonic Spin Attack the craft then quickly back off to the far right. Robotnik will drop a bomb on the bridge causing it to collapse - so make sure Sonic isn't standing on it!

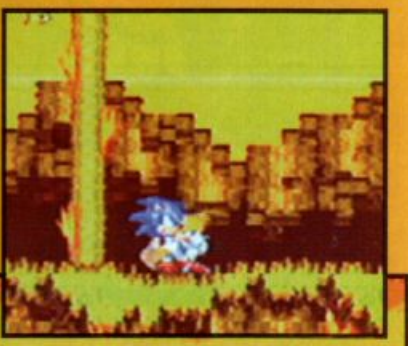
- Robotnik will disappear back into the waterfall and materialise to the far right behind the screen of water. To get him to materialise directly above you, stand approximately four inches from the edge of the ledge at the far right side.

ACT 2
DOCTOR ROBOTNIK'S FLAME CRAFT

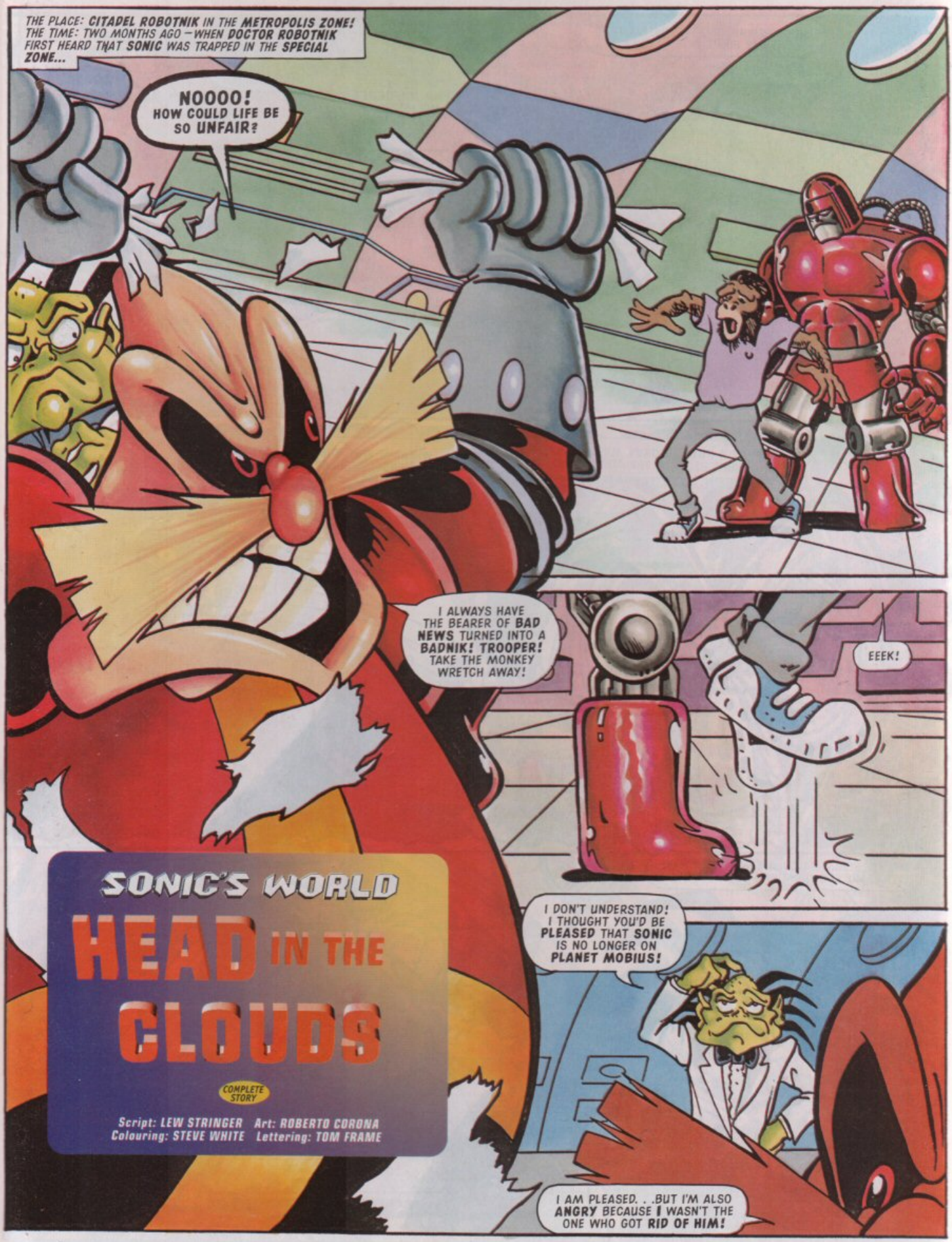
- As soon as Robotnik appears, jump up and hit him, quickly go left before he releases a fire bomb, then jump Sonic upper right and hit Robotnik's deadly machine again. Be careful as he disappears because Sonic could go flying through Robotnik and fall into the waterfall at the far right.
- He will then move over to the left.
- Once more, move to a position about four inches from the far left side of the ledge and wait. When Robotnik appears, jump up then quickly go right. As soon as he releases another bomb, leap up and left to hit him and when you land, jump to hit him again.

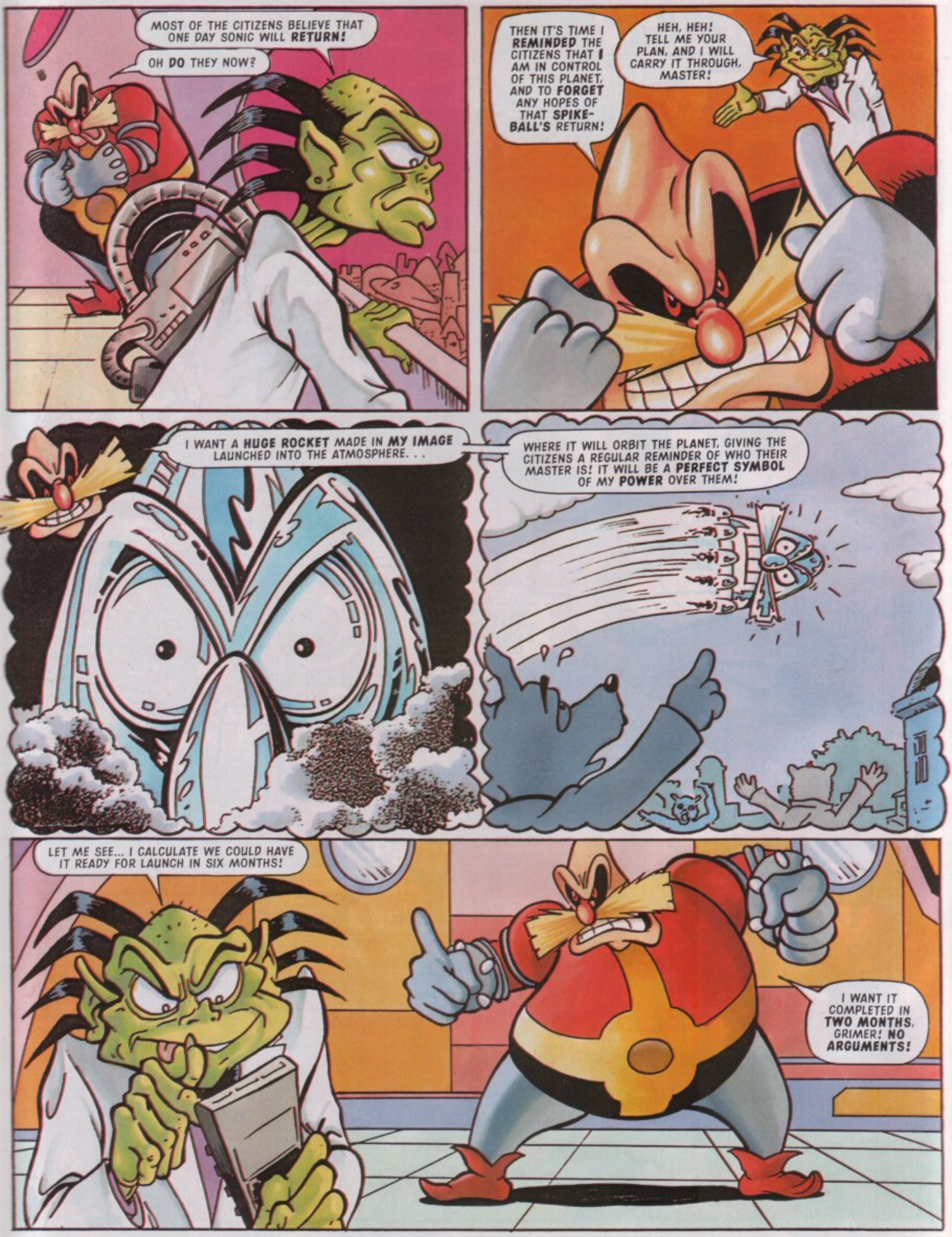


- He will disappear behind the water and go across to the right.
- Again, move Sonic to the right edge and repeat the above mentioned moves. After hitting Robotnik three more times his machine will finally blow up.
- A bridge appears to the right and Sonic's furry friends appear from above in Robotnik's prison chamber which floats down. Hit the bottom of it to release them.
- If you should lose a life and have to restart, ensure you grab the extra life by the Rhinobot on the way back to Robotnik.
- Once Sonic has freed his pals, move him onto the bridge.

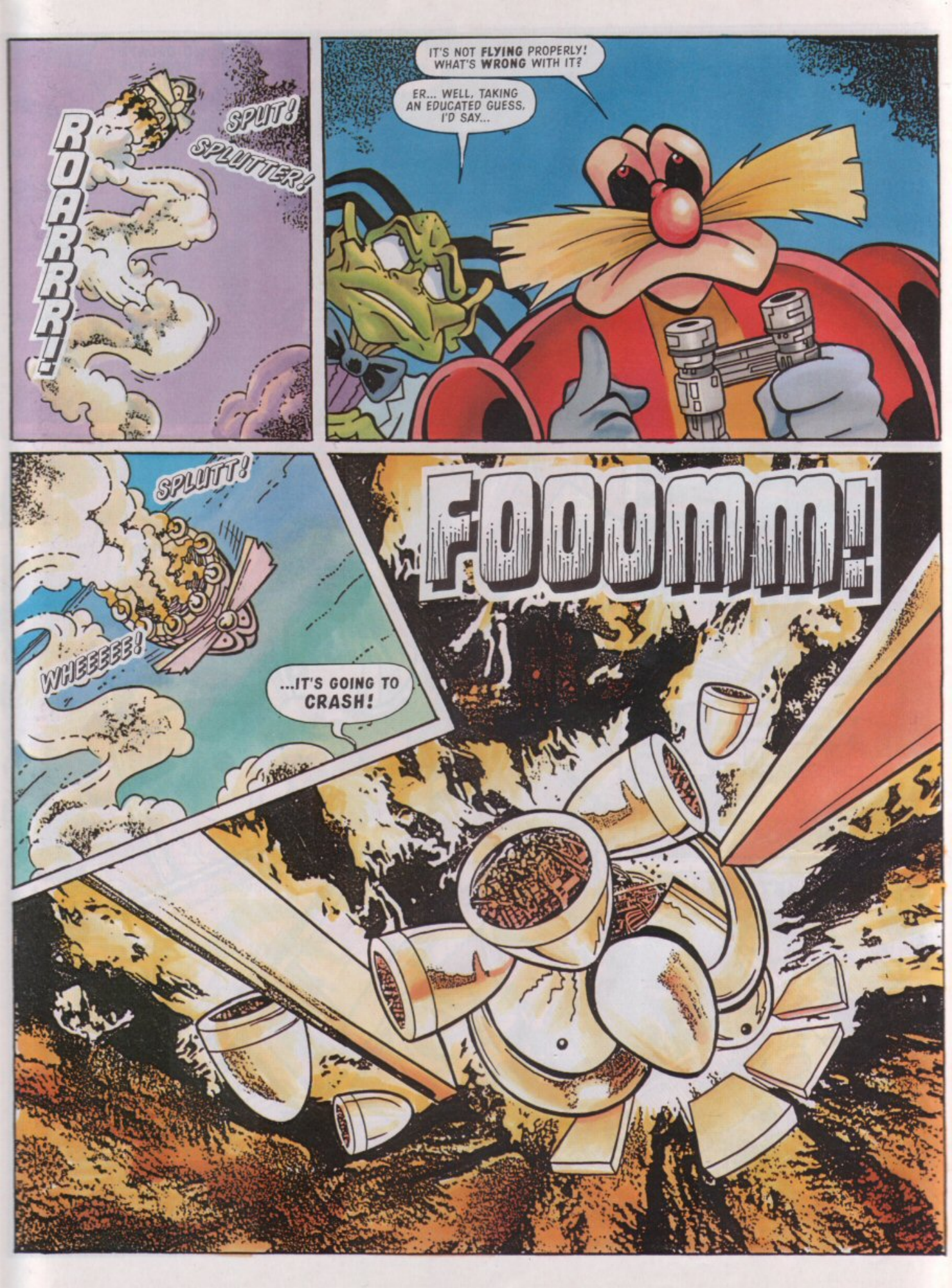


Next issue: How to drench those Hydrocity bosses!

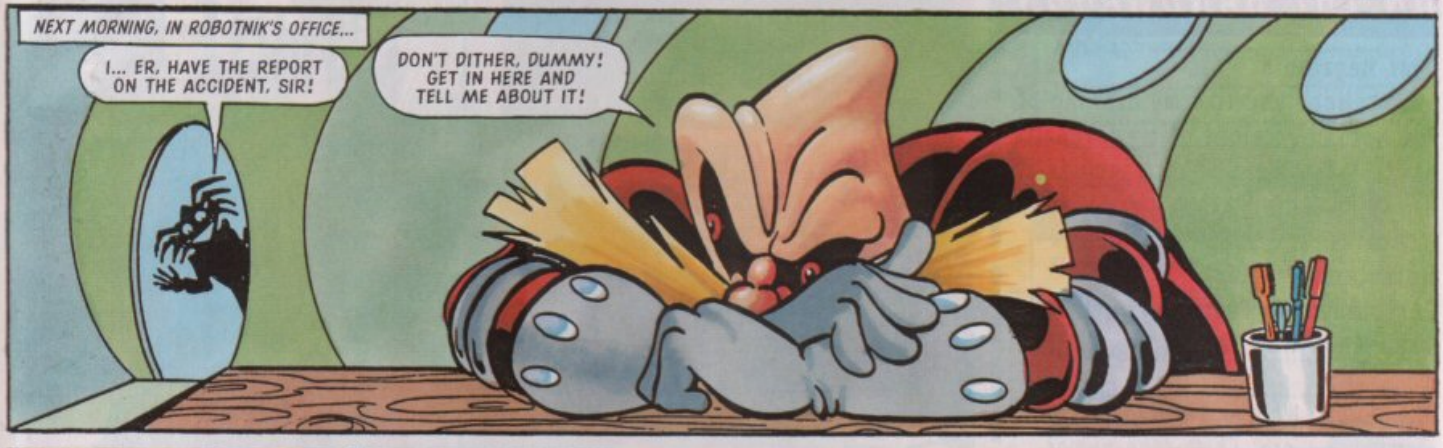

THE PLACE: CITADEL ROBOTNIK IN THE METROPOLIS ZONE!
THE TIME: TWO MONTHS AGO – WHEN DOCTOR ROBOTNIK FIRST HEARD THAT SONIC WAS TRAPPED IN THE SPECIAL ZONE...
NOOOO! HOW COULD LIFE BE SO UNFAIR?
I ALWAYS HAVE THE BEARER OF BAD NEWS TURNED INTO A BADNIK! TROOPER! TAKE THE MONKEY WRETCH AWAY!
EEEK!
I DON'T UNDERSTAND! I THOUGHT YOU'D BE PLEASED THAT SONIC IS NO LONGER ON PLANET MOBIUS!
I AM PLEASED. . .BUT I'M ALSO ANGRY BECAUSE I WASN'T THE ONE WHO GOT RID OF HIM!
SONIC'S WORLD
HEAD IN THE CLOUDS
COMPLETE STORY
Script: LEW STRINGER Art: ROBERTO CORONA
Colouring: STEVE WHITE Lettering: TOM FRAME


MOST OF THE CITIZENS BELIEVE THAT ONE DAY SONIC WILL RETURN!
OH DO THEY NOW?
THEN IT'S TIME I REMINDED THE CITIZENS THAT I AM IN CONTROL OF THIS PLANET, AND TO FORGET ANY HOPES OF THAT SPIKE-BALL'S RETURN!
HEH, HEH! TELL ME YOUR PLAN, AND I WILL CARRY IT THROUGH, MASTER!
I WANT A HUGE ROCKET MADE IN MY IMAGE LAUNCHED INTO THE ATMOSPHERE. . .
WHERE IT WILL ORBIT THE PLANET, GIVING THE CITIZENS A REGULAR REMINDER OF WHO THEIR MASTER IS! IT WILL BE A PERFECT SYMBOL OF MY POWER OVER THEM!
LET ME SEE... I CALCULATE WE COULD HAVE IT READY FOR LAUNCH IN SIX MONTHS!
I WANT IT COMPLETED IN TWO MONTHS, GRIMER! NO ARGUMENTS!

EXACTLY TWO MONTHS LATER. . .
EGGSELLENT, GRIMER! PREPARE TO LAUNCH IT!
WE MAY NEED FURTHER TESTS TO...
NO DELAYS! BEGIN THE COUNT-DOWN!
5...4...3...2...1...
WE HAVE LIFT OFF!
FSHOOM!


ROARR!
SPUT!
SPLUTTER!
IT'S NOT FLYING PROPERLY! WHAT'S WRONG WITH IT?
ER... WELL, TAKING AN EDUCATED GUESS, I'D SAY...
SPLUTT!
WHEEEEE!
...IT'S GOING TO CRASH!
FOOOMM!

SABOTAGE! IT MUST BE! ONE OF SONIC'S ALLIES... THAT FOX OR THE ECHIDNA MUST HAVE DAMAGED IT!
I WANT A THOROUGH CHECK ON WHAT WENT WRONG AND A FULL REPORT ON MY DESK TOMORROW MORNING, GRIMER! GOT THAT?
C-CONSIDER IT D-DONE, MASTER!


NEXT MORNING, IN ROBOTNIK'S OFFICE...
I... ER, HAVE THE REPORT ON THE ACCIDENT, SIR!
DON'T DITHER, DUMMY! GET IN HERE AND TELL ME ABOUT IT!

I WAS RIGHT, WASN'T I? AN ACT OF SABOTAGE BY THOSE HEROIC OUTLAWS?
ERM... WELL, NO! NONE OF THE OUTLAWS WERE ANYWHERE NEAR THE ZONE YESTERDAY!
THE PROBLEM WAS IN THE CONSTRUCTION OF THE ROCKET! BECAUSE YOU MADE US SAVE MONEY BY USING CHEAP MATERIALS, AND NOT GIVING US ENOUGH TIME FOR PROPER TESTS, THE ROCKET ITSELF WAS FAULTY!
I SEE... BUT THE "OFFICIAL" REPORT ON THE NEWS BROADCAST TONIGHT WILL SAY THAT IT WAS SABOTAGE — UNDERSTAND?
Y-YOU WANT ME TO FILE A FALSE REPORT?
THE OFFICIAL WORD MUST ALWAYS BE THAT I NEVER MAKE MISTAKES!
SOMETIMES THAT MEANS TELLING A FEW LIES... BUT THAT'S WHAT BEING EVIL IS ALL ABOUT! HEH, HEH, HEH!
NEXT ISSUE • SEASON OF GOODWILL.

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

ON THE BANDWAGON!

Dear Megadroid,

Hope you like my drawing of the Mobian versions of my favourite bands *(see below)*. These include The Smashing Badniks from the Smashing Pumpkins, and Super Spin Attack from Massive Attack.

Chris Newton, Patchway, Bristol.
Sega Mega Hog Tag Winner.

What a hip Boomer you are, Chris (the humes around here are so old they even remember Siouxie and the Badniks!).

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!

ELSON'S COLUMN!

Dear *STC*,

I thought I'd let you know that Amy is my favourite character and Richard Elson is my favourite comic artist. I really admire his drawings which sparked off my interest in comic strips - they have also inspired me to become a comic artist too.

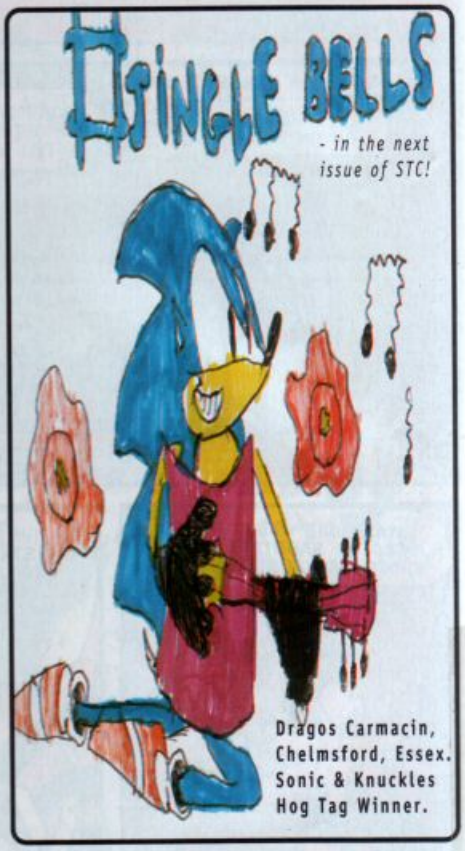
Sara Adamson, Lanarkshire, Scotland.
Sonic & Knuckles Hog Tag Winner.

You're in danger of making an old man very happy, Sara!

Send your e-mail messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!



Dragos Carmacin, Chelmsford, Essex.
Sonic & Knuckles Hog Tag Winner.

UNEASY RIDERS!

Dear Megadroid,

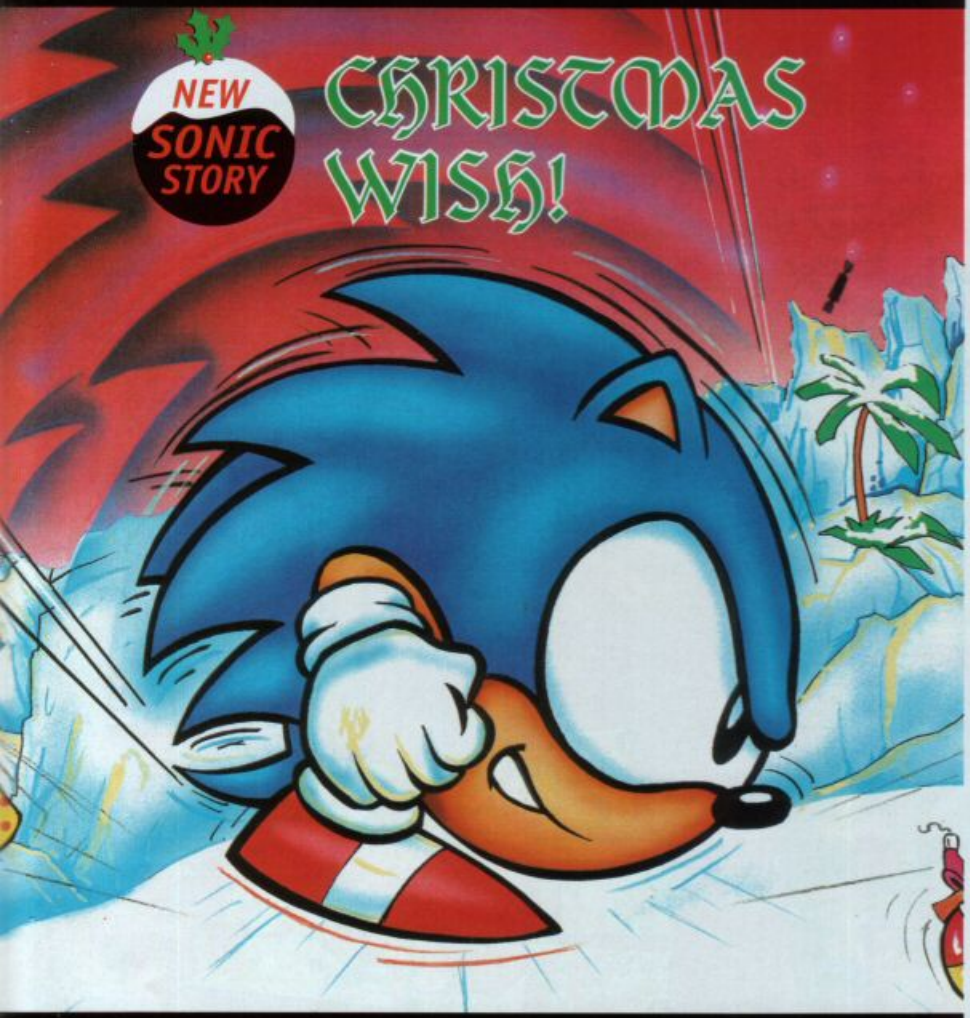
How much does Segaworld cost and does it have rides for people who get sick easily?

Steven Neale, Loughborough, Leic.
MD owner.
Sega Mega Hog Tag Winner.

Entry to the world's largest indoor theme park (see *STC* 79), will cost £9.00 for you Steven, and £12.00 for adult-humes. Discounts are available for group bookings of 15 people or more if booked in advance.

NEXT ISSUE

THINK FESTIVE!



DOCTOR ROBOTNIK
SEASON OF BAD-WILL!

SONIC 3 BOSSES
ANGEL ISLAND!

SONIC 3D
MD REVIEW!

CRIMBO ZONE
GRAPHICS!

PLUS

CAPTAIN PLUNDER ^ DECAP ATTACK & MORE!

STC 93 ON SALE WED, 11 DECEMBER '96

£1.20

DATA STRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE [ ] AGE [ ]

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG [ ] MCD [ ] MD [ ]

MM [ ] MS [ ] 32X [ ]

SATURN [ ]

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 92

[ ] %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.